

NRHA JUDGES SCORE CARD

Judge: STEFANO ALVARO RUFFINI

Event: 2 TAPPA LAZIO

Date: 30 marzo 2016

Class: NON PRO REGIONALE

Pattern: 10

MANEUVER SCORES: -1 1/2 Extremely Poor -1 Poor -1/2 Poor 0 Correct +1/2 Good +1 Very good +1 1/2 Excelent

MANEUVER DESCRIPTION

MANEUVER

SP 2/3 LS RC LC LRB RRB STOR

1 2 3 4 5 6 7 8

DRAW	EXH#	PENALTY										SCORE
1	844	SCORE	-1/2	-1	-1/2	-1/2	0	-1				0

DRAW	EXH#	PENALTY										SCORE
2	928	SCORE	-1/2	-1/2	-1/2	-1/2	0	0	-1/2	0		66 1/2

DRAW	EXH#	PENALTY										SCORE
3	976	SCORE	-1	0	-1/2	0	-1/2	-1/2	0	0		67 1/2

DRAW	EXH#	PENALTY										SCORE
4	813	SCORE	0	0	0	0	-1	0	0	-1/2		68 1/2

DRAW	EXH#	PENALTY										SCORE
5	936	SCORE	0	+1/2	0	0	0	0	-1/2	0		69 1/2

DRAW	EXH#	PENALTY										SCORE
6	876	SCORE	-1/2	0	0	+1/2	0	-1/2	0	0		68

DRAW	EXH#	PENALTY										SCORE
7	892	SCORE	-1/2	0	0	0	-1/2	0	+1/2	0		68

Judge's Signature _____

Stefano Ruffini

NRHA JUDGES SCORE CARD

Judge: STEFANO ALVARO RUFINI

Event: 2 TAPPA LAZIO

Date: 30 marzo 2016

Class: NON PRO REGIONALE

Pattern: 10

MANEUVER SCORES: -1 1/2 Extremely Poor -1 Poor -1/2 Poor 0 Correct +1/2 Good +1 Very good +1 1/2 Excellent

MANEUVER
DESCRIPTION

MANEUVER

1 SFB 2 RS 3 LS 4 PL 5 LC 6 LRB 7 RRB 8 SFB

DRAW	EXH#	PENALTY										SCORE	
8	864	SCORE	$-\frac{1}{2}$	$-\frac{1}{2}$	0	0	0	0	0	$-\frac{1}{2}$	$+\frac{1}{2}$	$\frac{1}{2}$	68 $\frac{1}{2}$

DRAW	EXH#	PENALTY										SCORE
9	991	SCORE	0	$-\frac{1}{2}$	0	$-\frac{1}{2}$	-1	0	0	0	0	0

DRAW	EXH#	PENALTY										SCORE	
10	948	SCORE	0	$+\frac{1}{2}$	0	0	$+\frac{1}{2}$	0	0	0	0	$\frac{1}{2}$	70 $\frac{1}{2}$

DRAW	EXH#	PENALTY										SCORE	
11	860	SCORE	0	$-\frac{1}{2}$	0	0	$+\frac{1}{2}$	0	0	0	0	0	70

DRAW	EXH#	PENALTY										SCORE	
12	800	SCORE	$-\frac{1}{2}$	$-\frac{1}{2}$	0	$-\frac{1}{2}$	$-\frac{1}{2}$	-1	$-\frac{1}{2}$	$-\frac{1}{2}$	0	2	64

DRAW	EXH#	PENALTY										SCORE
13	888	SCORE	$-\frac{1}{2}$	0	0	0	0	0	0	0	0	0

DRAW	EXH#	PENALTY										SCORE
14	896	SCORE	0	0	0	0	0	0	0	0	$-\frac{1}{2}$	69 $\frac{1}{2}$

Judge's Signature _____

Stefano Rufini